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# Capturing and playing multimedia events with STREAMS

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#### **↑ ABSTRACT**

STREAMS is a prototype application designed and implemented at Bellcore to support the recording and playback of technical presentations, training sessions, and meetings. During playback STREAMS lets users make choices about how the recorded information is to be presented. To further aid users, STREAMS incorporates powerful searching techniques for locating information in audio and video streams. Key features of STREAMS include storing information as separate, single-medium streams correlated with each other by time, and using digital storage to allow rapid search and random access. We describe our capture techniques, prototype STREAMS playback system and report initial results.

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Note: OCR errors may be found in this Reference List extracted from the full text article. ACM has opted to expose the complete List rather than only correct and linked references.

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### **↑ INDEX TERMS**

# **Primary Classification:**

H. Information Systems

+.5 INFORMATION INTERFACES AND PRESENTATION (I.7)

+.5.1 Multimedia Information Systems

Subjects: Evaluation/methodology

# **Additional Classification:**

H. Information Systems

H.3 INFORMATION STORAGE AND RETRIEVAL

H.3.3 Information Search and Retrieval

Subjects: Search process

 $\hookrightarrow$  **H.5** INFORMATION INTERFACES AND PRESENTATION (I.7)

+ H.5.1 Multimedia Information Systems

Subjects: Audio input/output; Video (e.g., tape, disk, DVI)

+ H.5.3 Group and Organization Interfaces

Subjects: Evaluation/methodology

## **General Terms:**

Design, Human Factors

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